PlayStation®

NTSC | U/C

PlayStation®

JADE COCOON™

STORY OF THE TAMAMAYU

TEEN

CONTENT RATED BY ESRB

SLUS-00854

GRAVE ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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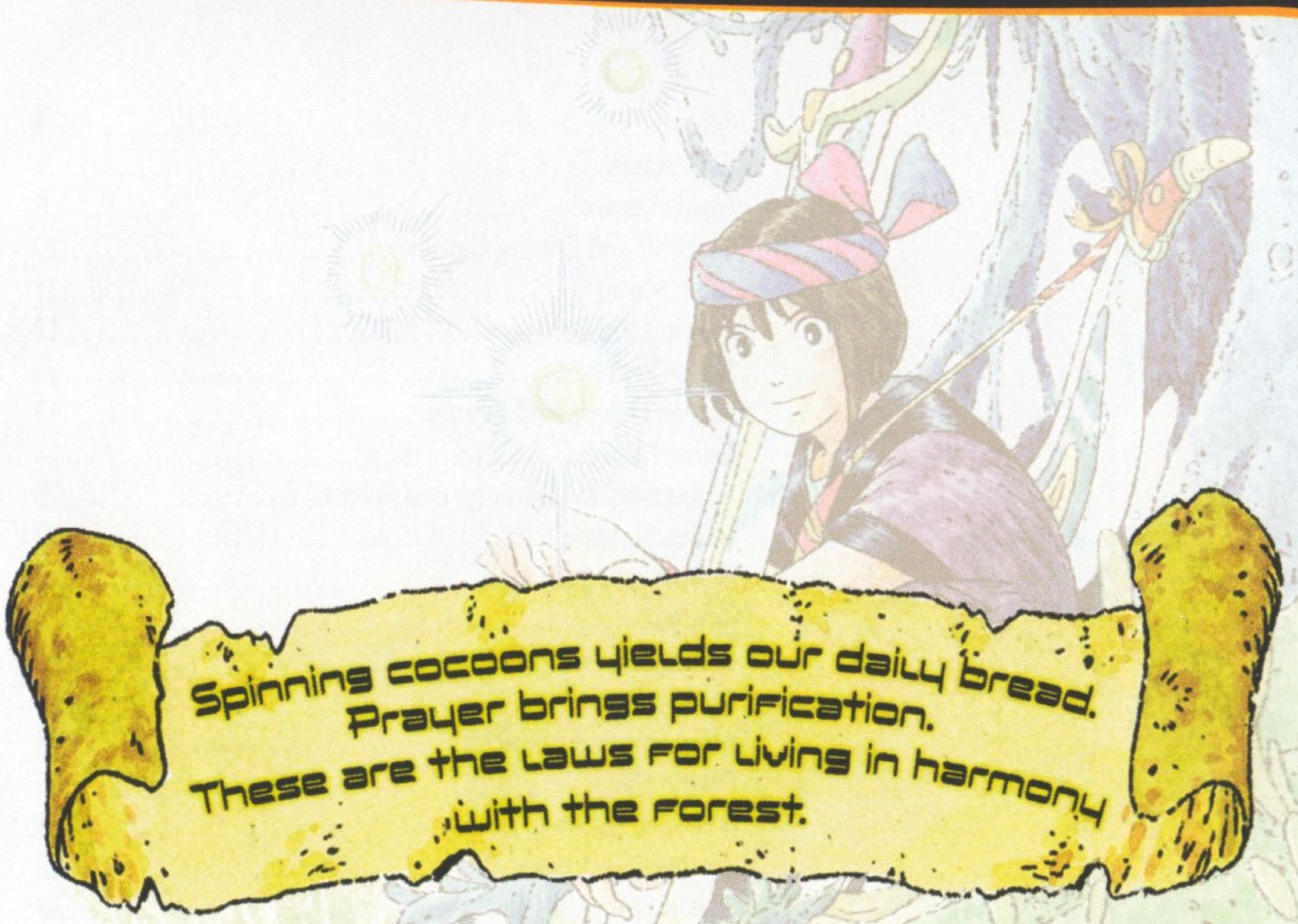

Spinning cocoons yields our daily bread.
Prayer brings purification.
These are the laws for living in harmony
with the forest.

STORY

The people of Parel are being terrorized by horrible monsters, known as Minions, from the Curse of Alcana. Though the villagers fought the Minions, they still could coexist with the forest. But that was until the Onibubu, the Locusts of Apocalypse, attacked the town without warning, plunging many of the villagers into a deep and endless sleep.

Syrus once had a great hunter, known as a Cocoon Master, who could capture Forest Minions and soothe their miserable hearts. But the Cocoon Master disappeared several years ago, and his whereabouts are still unknown. But all hope is not lost. The village has proclaimed young Levant the new Cocoon Master and sent him into the Forest in a desperate attempt to save them.

During his difficult and lonely quest, Levant will learn much of the world around him: the origin of the Curse of Alcana, the power of the Forest God, Elrihm, the brilliance of His Divine Minions, the cursed legacy of the Nagi people, and even the truth of his own fate. As he ventures into the depths of the forest, Levant will face countless ordeals as he fights the Minions. His holy tasks are to restore nature's lost harmony, decide the fate of his world, and learn to protect and care for the one he loves.

CHARACTERS

Here's a brief introduction to the game's main characters.

Levant

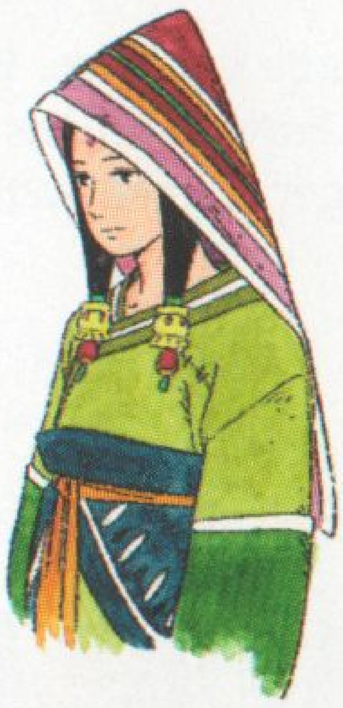
A young man born to a long-line of Cocoon Masters. He is the hero of the game and the character you will play. He was raised by his mother since his father Riketz disappeared when he was but an infant. He is very good to his mother and finds it very difficult to forgive his father for abandoning them.

Mahbu

She's the childhood friend and fiancé of the game's hero, who has trouble accepting her role in society. As a Nagi woman, custom dictates that she must marry the town Cocoon Master when he comes of age. The very strong-willed girl Mahbu was toughened by a childhood of rough treatment towards Nagi by the villagers.

Garai

Old Nagi woman who has taken care of Mahbu since she was a child. As a shaman with extraordinary magical power, she helps Levant with his ordeals.



Phio

Nagi woman and mother of Levant. She was wed to Riketz as determined by the ancient Law. Though Riketz disappeared, and many think he abandoned her or was killed by the Minions, she still loves him and waits his return. She no longer practices the divine Nagi magic. Instead, she works at the Silk Mill where she treated coldly by the villagers.

Jibara

Shaman of Syrus. She is a descendant of the Alchemists of Gehenna Pale, the former kingdom that once spanned this land. Jibara controls village politics in the shadows.

Kelmar

Blacksmith's son and Levant's best friend. Kelmar is a sort of leader among the village youths. He is a little concerned about Mahbu.

Lui

Youth who resides in the Watchtower Hut at the village entrance. He has lived all alone as the Watchtower's keeper ever since Forest Minions killed his parents long ago. He has vowed to become a stronger warrior so that he can avenge their death.

Grotta

Chief of Syrus. With the real power in the Jibara's hands, Grotta is but a symbol of authority. He is not seen often as he spends most of his time secluded within his estate.

Yajako and Ada

Husband and wife who run the Blacksmith shop. Kelmar is their son. Yajako is a stubborn man who says little. Ada tends to be a bit of a busybody, but she is generous and kind.

Koris, the Blue Cocoon Master

A proud and independent Cocoon Master. Koris has built a cottage in the depths of the Beetle Forest where he continues to practice his art. Though his past is shrouded in mystery, he is known to have been a good friend of Riketz, the Lion of Parel. Ever since Riketz disappeared, Koris has been helping Syrus by hunting Forest Minions.

Forest People

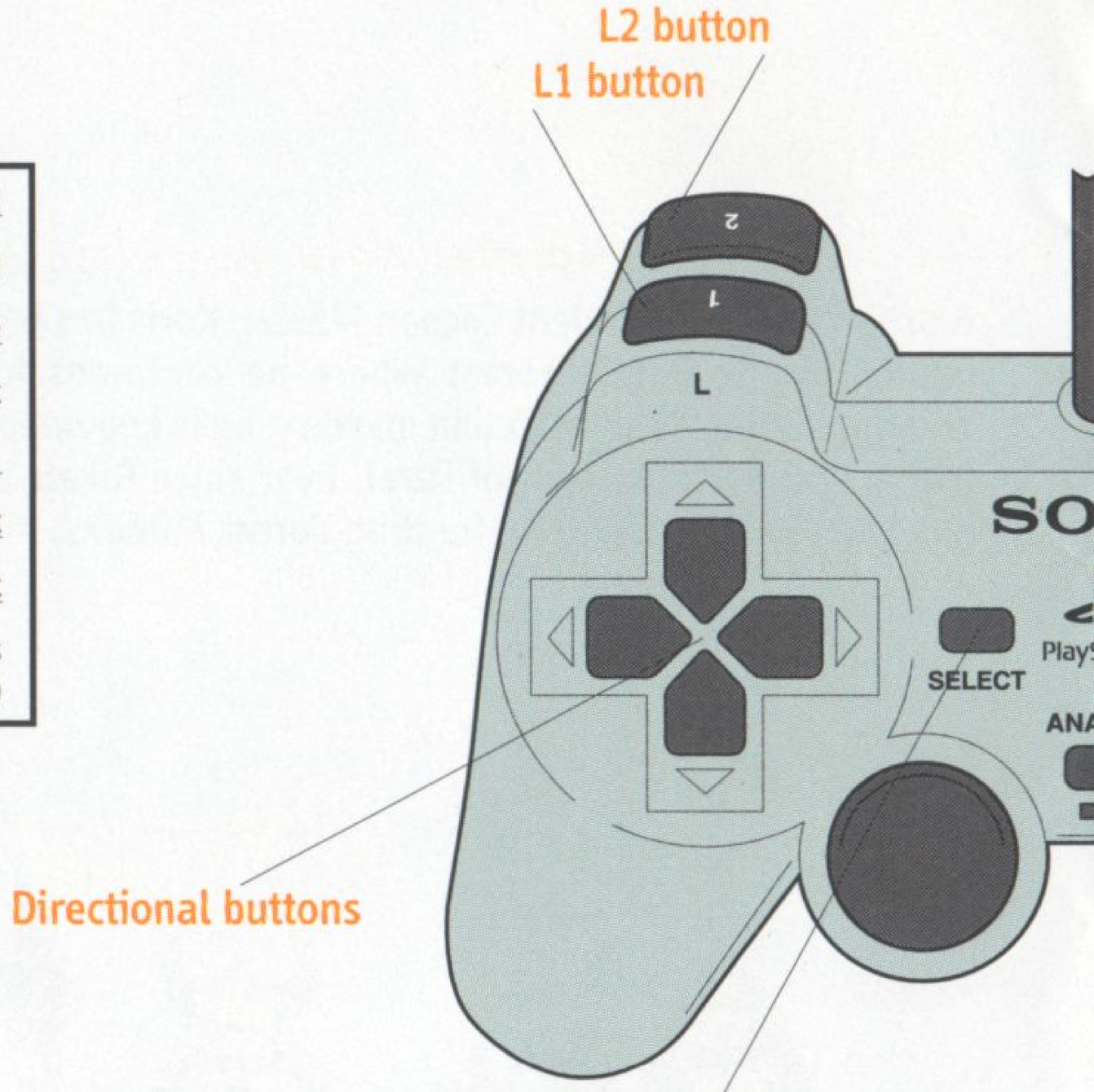
Guardians of the Divine Tree. Rumor has it that they can be found in the Spider Forest.

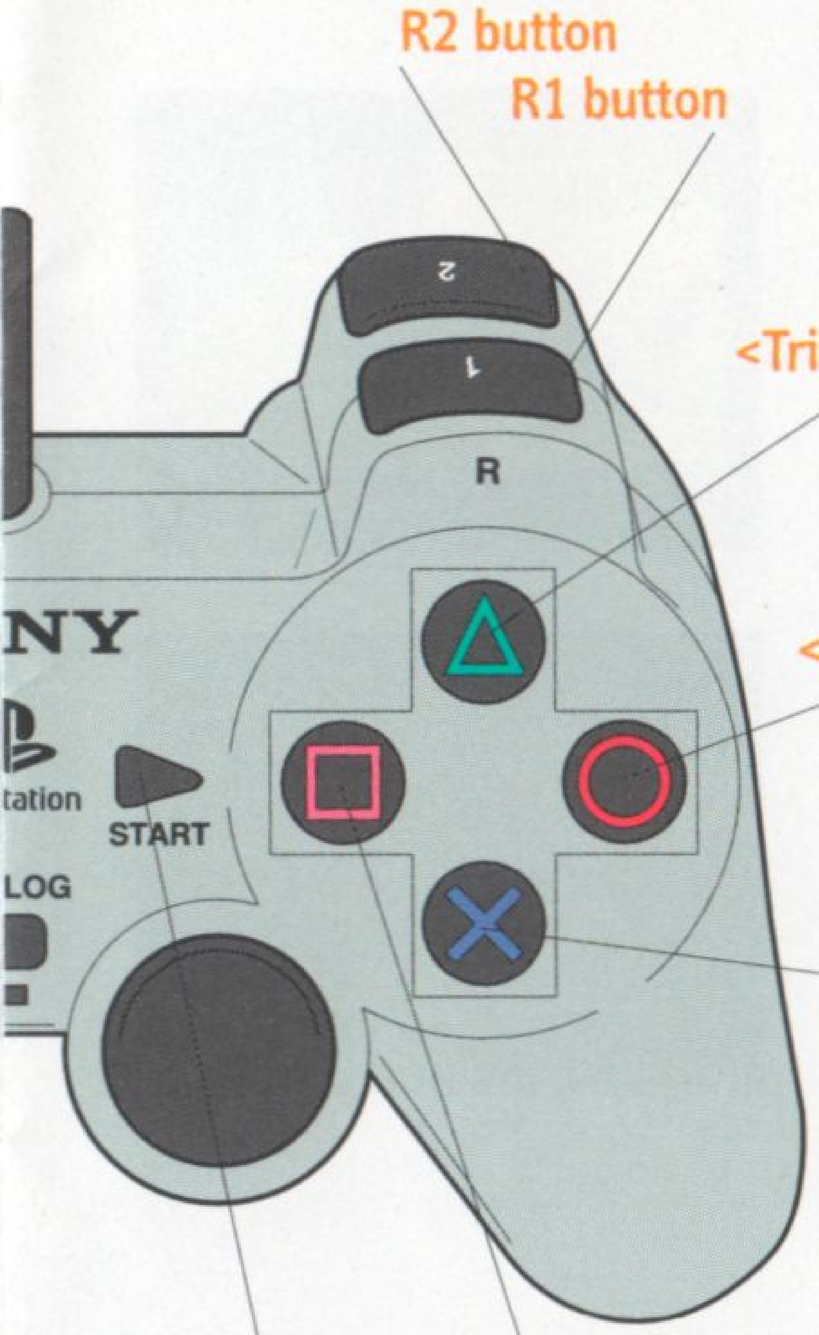
GAME CONTROL

Refer to the following diagram for the controls used in Jade Cocoon.

Normal Control

Directional buttons	Moves between selections onscreen
<Circle> button	Displays detailed information
L1 button	Sends a message
<X> button	Select
L2 button	
<Triangle> button	Quit
<Square> button	Rearranges equipment
R1 and R2 buttons	Switches between pages (status screen and equipment purchasing etc.)





Control when Moving in Building or Forest

<Up arrow> button	Move forward
<Left arrow> button	Turn left
<Right arrow> button	Turn right
<Down arrow> button	Move backwards
<Circle>	Display status screen
<Triangle> button or L2 button	Run
<X>	Actions such as conversation, picking up things, and opening doors.
<Up arrow> directional button + <Square> button	Run

STARTING & ENDING GAMES

This section describes how to start, load, save, and end games.

Starting a game

Insert the Jade Cocoon disc, and then turn on your PlayStation. The opening movie will play once the disc has loaded. You can skip the movie by pressing the START button. The title screen will appear when the movie ends or is skipped. Select [Start New Game] to begin a new game or play it from the beginning or [Continue] to play a game in progress.

Saving and Loading

You can save games onto MEMORY CARDs (sold separately). Do this by standing in front of any of the Save Stones located in certain buildings and parts of the forest and then pressing the <X> button. You will see the save game screen. Select [Save], and then select the MEMORY CARD slot containing your MEMORY CARD. After you see the list of your MEMORY CARD's contents, select the block where you will save the game. Note that each game uses one block.

Select [Load] if you want to continue a game in progress. Next, select the MEMORY CARD slot containing the game you want to continue. After you see the list of your MEMORY CARD's contents, select the game you want to load. Selecting [Continue], or pressing the <Triangle> button returns you back to where you entered this menu. Choosing [End Game] will exit the current game and return you to the title screen.

- Never remove the MEMORY CARD while saving or loading games. Doing so may destroy data stored on the MEMORY CARD.

Main Menu

This section describes the menu displayed on the title screen.

When you start the game, you will see the title screen and main menu. Select the kind of game you want to start.

[Start Game]
Starts the game from the beginning.

[Continue]
Continues a game in progress.

[Options]
Allows you to change various game settings.

[Arena Battle Stage]
Allows you to fight monsters you have raised and saved on a MEMORY CARD against other player's monsters. (See page 34.)

[Options] menu
Selecting [Options] in the main menu allows you to make the following settings:

[Audio]
Adjust using the <left arrow> and <right arrow> directional buttons.

Music ..... Sets volume of background music.
Effects ..... Sets volume of sound effects.
Output Format ..... Switches between stereo or mono.

[Subtitle FX]

Display ..... Sets the speed of message display.
Anim. Cut..... Sets whether to show animations.
Speech ..... Sets whether to play dialogue audio.
Auto Play ..... Sets whether or not subtitles should automatically display with each voice.
Subtitles..... Turns subtitles on and off.
Magic FX..... Abbreviates magic spells animations.
Capture FX ..... Sets whether or not to show abbreviated capture sequence.

[Color]
Changes the screen background color.

[Vibration]
Turns vibration on and off on controllers that support vibration.

PLAYING THE GAME

This section describes the overall flow of the game.

Jade Cocoon enables you to enjoy not only playing the part of the game's hero, but also capturing and raising monsters as well as melding them into new beasts. The game's overall flow is as follows.

1. Search through buildings and forests

The game unfolds as you speak with various characters and experience different events. You will be able to visit new places that were originally closed to you as time goes on.

2. Fight

Battles begin when you approach close to a Forest Minion. Battles are a very important part of the game because this is where you can capture Minions and have your own monsters fight to hone their skills.

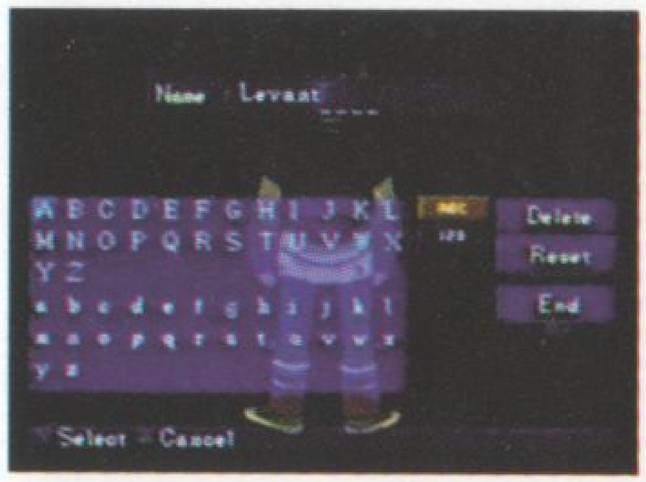
3. Merge monsters

You can merge monsters you have captured. And you can take the resulting new monsters with you to further train them by fighting.

4. Clear events

By repeating the above-mentioned game flow, you will clear various events and progress forward in the story.

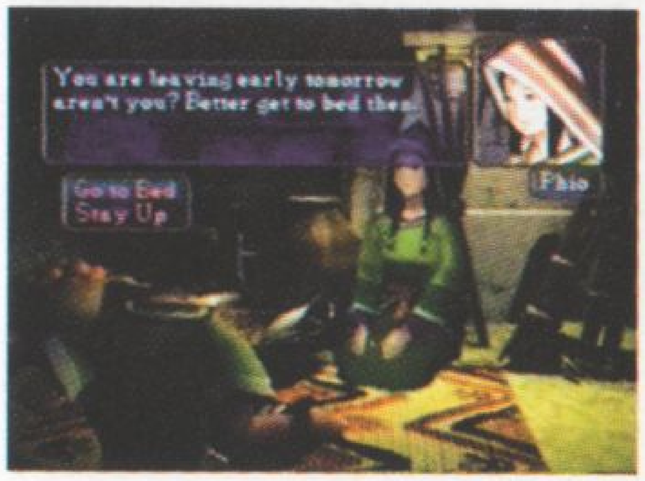
Name Entry



When you start a game from the beginning, you will see a screen for entering your hero's name. Also, you will see a similar screen during the game to change monsters' names. If you want to use another name besides Levant, enter it here.

(1) Use the R1 and R2 buttons to select capital letters, lowercase letters, numbers, or symbols you want in your name.

(2) Use the directional buttons to select the characters to enter. You can select up to 10 characters.



(3) You can confirm your select by pushing the <X> button, or L1.

(4) The [triangle] button or L2 can by used to delete one character.

[Delete] .....Deletes the entire name you entered.

[Reset].....Returns the name to its default setting (Levant).

[End] .....Enters the name and complete the name entry process.

(5) When you have finished entering the name, move the cursor to [End] and press the <X> button.

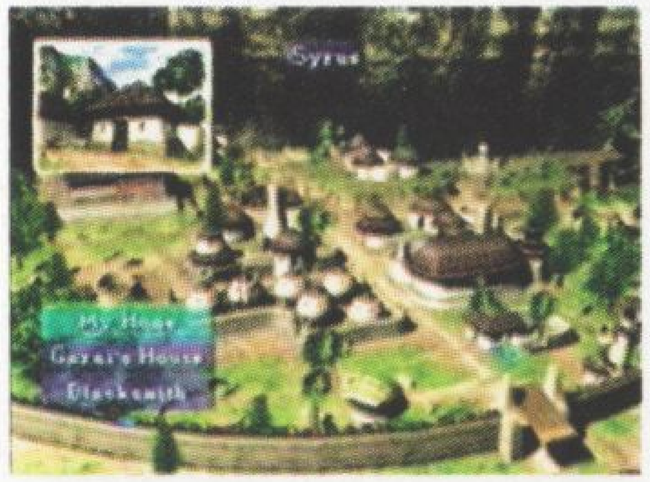
Conversations and Events

To talk to people, move your character directly in front of them, and then press the <X> button. When you see list of choices, use the <up arrow> and <down arrow> directional buttons to make a selection, and then press the <X> button to enter it. Red words you sometimes see within messages indicate that they are very important to the game.

Game Map

The locations your character can move to are displayed in the lower-left corner of the game map. Select the location you want to go to, and then press the <X> button. The list of locations scrolls as you move through it.

You will see a confirmation screen once you select a location. If you want to move to the location you selected, choose Yes. If you change your mind, choose No to return to the game map.



Movement in Buildings & Forests

Moving

Use the directional buttons to move your character through buildings and forests. You can run by pressing the <triangle> button, L2 button, or <up arrow> directional button + <square> button.

Picking Up Objects

You can pick up and collect objects you find in buildings and forests. Move your character directly in front of the object, and then press the <X> button. Note that you cannot use weapons and armor you pick up until you equip them. (See page 19.)

Warp Pads

Sometimes you may find a warp pad like the one in the picture to the left. Standing on one of these warps you to another warp pad within the same forest. However, you must have the Warp amulet for the forest in question before they will work.

Pressing the <Circle> button in building and forests displays a screen where you can check your character's status. The Status Screen is described on page 18.

Character information

Displays your character's name and hit points (HP) among other things. As the HP bar lowers, it changes from blue to red.

Cocoons

Displays how many of what kinds of cocoons you currently have. Empties shows the number of empty cocoons you have. Fireflies shows the number of cocoons in which you have successfully captured Minions. Captured indicates the number of different types of Minions you have successfully captured.

Options

Select to change various game settings. You can change audio settings; game dialogue, message, and performance settings; and the window background color. (See page 11 for more information.)

You can view detailed information by using the directional buttons to move to the information you want and then pressing the <X> button. Press the <triangle> button to return to the game screen. (See page 28 regarding the status screens for the monsters you have equipped.)

Details Screen

This is the screen where you can view your detailed information.

The information displayed is described below.

(1) Menu bar

Menu of information that you can view. Use the <right arrow> and <left arrow> directional buttons to select what you want to view, and then press the <X> button. The screen for the selection you made will appear.

(2) Name and HP

Your name and hit points (HP) among other things. The HP bar changes colors as it lowers.

(3) Cocoons

Empties shows the number of empty cocoons you have. Fireflies shows the number cocoons in which you have successfully captured Minions. Captured indicates the number of different types of Minions you have successfully captured.

(4) Rank

Displays your current level title. This title will change as your Skill Level increases.

(5) Money

Displays how much money you currently have.

(6) Weapon

Displays the weapon you currently have equipped. You can change it by selecting Equip in the menu bar.

(7) Armor

Displays the armor you currently have equipped. You can change it by selecting Equip in the menu bar.

(8) Other

Displays the accessory you currently have equipped. You can change it by selecting Equip in the menu bar.

(9) Abilities

This is a list of your abilities.

Attack .....Power of your physical attacks.
Defense ....Defensive strength against physical and special attacks.
Magic A .....Power of your magical attacks.
Magic D .....Defensive strength against magical attacks.
Speed .....How fast you move.

Status Screen

This is the screen where you can view detailed information for Forest Minions you have captured. It displays their name, HP, and elemental properties. Note that this information will not be available until you purify the Minion's cocoon.

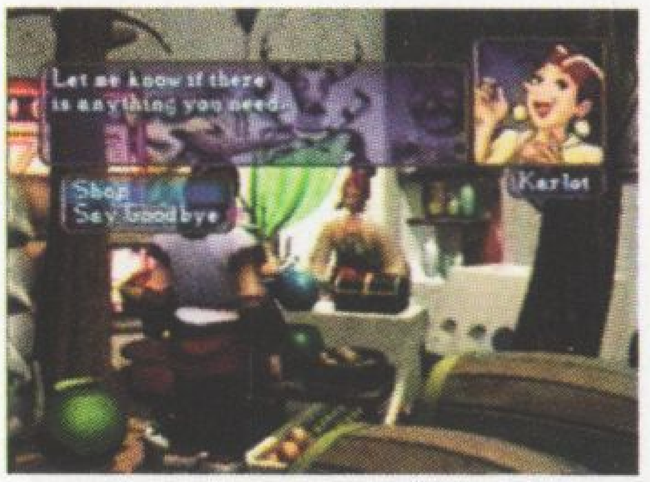
This is the screen where you can view and use the equipment you currently have with you. It displays equipment names, amounts, and effects. To use equipment, use the <up arrow> and <down arrow> directional buttons to select what you want to use, and then press the <X> button. Equipment that is grayed out cannot be used at your current location. Pressing the <circle button> displays detailed information for the selected equipment. You can also change the order of your equipment by pressing the <square> button.

This is the screen where you can view and change what you have equipped. It also shows your abilities while items are equipped. To change what you have equipped, select Equip, and then press the <X> button. Next, select the item you want to unequip, and then press the <X> button. Finally, select the item you want to equip from the list of items you currently have with you. The list of abilities on the right side of the window will update to reflect the new item. A blue value indicates the ability went up, while a red value indicates it went down.

This is the screen where you can view valuables you have obtained. These items play a crucial role in the game and cannot be sold. Pressing the <circle button> displays detailed information for the selected valuable.

Buying & Selling

You can buy and sell equipment, weapons, and armor at the Village Shop and Blacksmith in Syrus. This section describes how to buy and sell.



1. Talk to the shopkeeper.

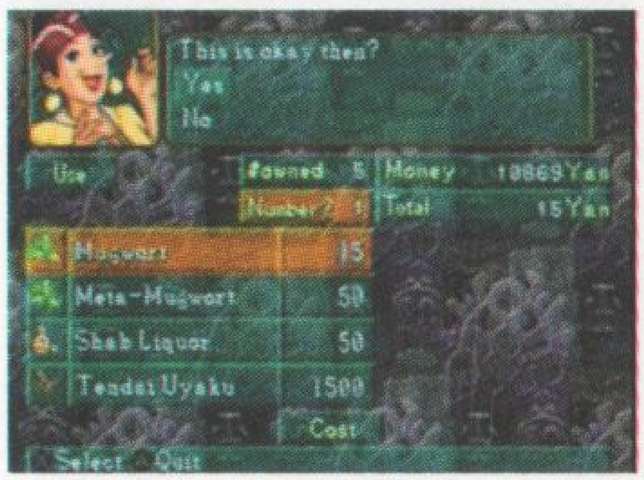
Enter the shop and talk to the shopkeeper. Select Shop if you want to buy or sell something. You can leave the shop by selecting Say Goodbye.

2. Select Buy or Sell.

Select either buy or sell. Note there are certain times where you will not be able to shop.

3. Select the number of items.

Use the directional keys to select the item you want to buy or sell, and then press the <X> button. Next, select how many you want to buy or sell. The <up arrow> directional button increases the number and the <down arrow> directional button decreases it. You can also use this screen to view the total price, how much money you have, and how many of a particular item you have.



4. Confirm the transaction.

After you select an item and a number, the shopkeeper will ask you to confirm the transaction. Select Yes if you want to conclude the transaction and No if you do not.

This section describes how to fight Forest Minions.

Overview

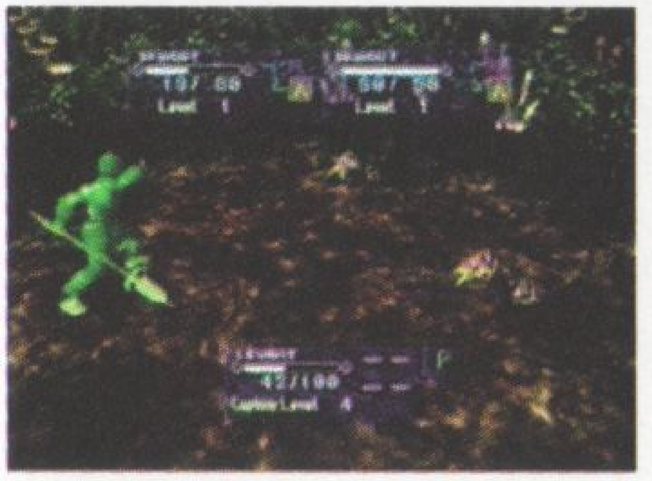
A battle begins when you approach close to a Forest Minion. You can either kill the monster or capture it in an empty cocoon. Cocoons containing captured monsters can be equipped or spun into silk that you can sell. You can summon equipped monsters to fight for you. Your experience (EXP) will only increase by successfully capturing Minions. Monsters' experience will only increase when they defeat their enemy. No experience will be awarded when they fail to defeat an enemy. You sometimes may acquire an item after winning a fight. Monsters will recover some HP and Mana once a fight is completed.

Losing

When you lose a fight, you will be sent back to the Barrier Gate through which you entered the forest. Although you will not die, you will be reduced to only 1 HP, the lowest possible value. You must either use items to restore your HP or return to Mahbu to get healed. If you captured any Minions before you lost a fight, you may keep them, but you will not be awarded any experience.

Abnormal States

A special attack by a Minion may place you in an abnormal state. Your abilities will be dramatically lowered while in such a state. You will return to normal automatically once the fight ends (excluding state wherein you cannot summon a monster or are turned from flesh to stone). To return to normal during a fight, you must use an item that can reverse the particular state you are in.



Combat Screen

You will see the combat screen shown at left once a battle begins. Select actions from the combat menu in the lower-left corner of the screen.

(1) Information on your enemy

Displays the name, HP, level, and elemental properties of your enemy.

(2) Combat menu

Display the actions you can perform.

Attack ..... Attack your enemy physically.

Defend ..... Defend yourself against attacks.

Summon ..... Summon an equipped monster to fight for you.

Capture ..... Capture a Minion.

Use ..... Use an item in your possession.

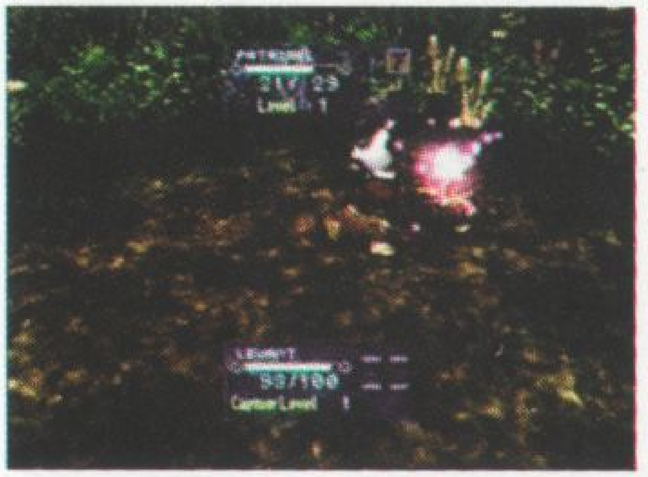
Retreat ..... Retreat from combat.

(3) Character information

Displays your name, hit points (HP), and capture level. The blue portion of the HP bar is your remaining HP. Abnormal states will also be displayed here.

Combat Actions

This section describes combat actions in detail. Select the action you want to perform, and then press the <X> button.



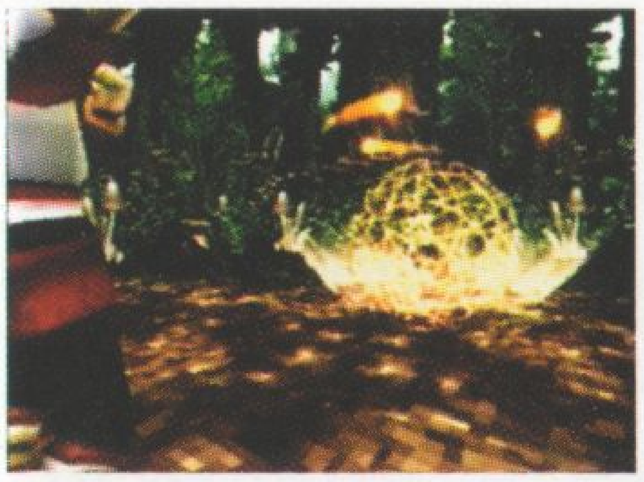
Attack

Performs a physical attack on your enemy. Select the enemy you want to attack. They will die once their HP reaches 0.

Summon

Summons an equipped monster to fight for you. Use the directional buttons to select a monster, and then press the <X> button.

Attack .....Attack your enemy physically.
Magic .....Attack your enemy with magic.
.....Select a spell to use.
Special .....Strike your enemy with a special attack.
.....Select the special attack to use.
Switch .....Switch back to your character
.....or switch to a different monster.
Defend .....Defend against attacks.



Capture

Captures a Minion into an empty cocoon. The capture success rate increases as the Minion's HP decreases. Failing to capture a Minion will cause you to lose one empty cocoon.

Defend

Allows you to defend against attacks.

You will defend yourself until your next turn, reducing any damage you might receive from attacks.

Use

Allows you to use equipped items to heal or attack.

Select the item you want to use, and then specify who you will use it on. Note that you must switch back to your character to use your items.

Retreat

Allows you to retreat from combat.

If you retreat from combat after capturing a minion, you will be awarded experience. Monsters will be awarded experience for any enemies they defeat. However, you cannot get items when you retreat. Also, you sometimes may not be able to retreat.

MONSTERS & MAGIC

This section describes how to merge, spin, equip, and view monsters. It also explains how to view monsters' status, elemental properties, special attacks, and spells.

Divine Magic

You can bring cocoons containing captured Minions to Mahbu and other Nagi magic practitioners to have them purified. Once they have been purified, you can perform the following actions.

Merge

Merges two monsters to create a new one.

Start by selecting the base monster. Next, select the monster you want to mix it with. If you have an item that can be used during mixing, you can select it at this time. Use the directional buttons to select Result so you can see the stats for the resulting monster. You can view the resulting monster by pressing the <circle> button. If you press the <triangle> button, you will be asked to confirm whether you want to merge the monsters. Select Yes if you do and No if you do not. Once the monsters have been merged, you can name the new monster. Name entry is the same as that for naming your character. (See page 13.)

Spin

Spins purified cocoons into silk.

Silk can be sold at shops. However, monsters within cocoons that are spun will be lost forever. Make sure you really want to spin the cocoon and lose the monster before proceeding. Select the cocoon to spin with the <X> button. If you press the <circle> button, you will be asked to confirm whether you want to spin the cocoon.

Equip

Enables you to take monsters with you.

You can equip up to three monsters. Select a monster from the Stored list, and then press the <X> button. Next, select where you want to place the monster in the Equipped list, and then press the <X> button. If another monster is already there, they will switch places.

View

Enables you to view information concerning your monsters.

You can also rename your monsters. Press the <circle> button to view a monster's form. To rename a monster, press the <X> button, and then select the one you want to rename. Select Yes to rename it and No if you change your mind. Name entry is the same as that for naming your character. (See page 13.) You can also view a list of special attacks and spells by pressing the <square> button.

Monster Status

The Status screen shows your information as well as that for the monsters you have equipped. This section describes the information in that screen and other related screens.

Status Screen

Name

Monster's name.

Level

Monster's combat ability level.

HP

Monsters current hit points.

EXP.

Experience points gained through combat. The monster gains a level when the bar fills up.

Properties

Monster's elemental properties. There are four element types as follows:

Water	Fire
Earth	Wind

Mana

Magical energy expended when casting spells or using special attacks.

Detail Screen

(1) Name

(2) Level

(3) Experience

(4) Ability Stats

Monster abilities are as follows:

Attack .....Power of it's physical and special attacks

Defense .....Defensive strength against physical and special attacks

Magic A .....Power of its magical attacks

Magic D .....Defensive strength against magical attacks

Speed .....How fast it moves

(5) Properties

Monster's elemental properties consisting of fire, water, wind, and earth.

(6) Ability map

Shows which abilities are strongest and weakest. The red marker moves towards the stronger abilities.

ATK .....High HP

MAG .....High MANA

SPD .....High attack avoidance

DEF .....High resistance to abnormal states

.....It also shows in which direction monsters are growing

ATK .....Attack power

MAG .....Magic power

SPD .....Speed

DEF .....Defense against physical and magical attacks

Monster Status

Special

This screen displays your monster's special attacks. It shows from where the attack emanates, its elemental property, and additional attack information in that order. You can view a description by pressing the <circle> button.

Examples

Special Water Attack: Physical attack enhanced with water power. Especially effective against fire-based enemies.

Special Poison Attack: Physically damages and poisons an enemy.

Magic

This screen displays your monster's spells. You can view a description by pressing the <circle button>.

A .....Attack spell

D .....Defensive spell

R .....Recovery spell

S .....State protection or abnormal state spell

E .....Elemental property change spell

The color of the letters indicates the spell's elemental property.

Family

This screen displays your monster's lineage up to three generations back. It allows you see at a glance what sort of beast results from merging different monsters.

Elemental Affinity

Each monster has an affinity towards fire, water, wind, or earth. They will have more special attacks and spells for their element. They will also have strengths and weakness depending on their element. For instance, a fire-based monster is more vulnerable to water-based magic. The interrelationship between elements is as shown below.

Interrelationship between elements

Example: Water is stronger than fire, weaker than earth, and neutral versus wind.

Elemental properties are dramatically affected by merging monsters. A monster with multiple elemental properties can use a variety of special attacks and spells, but their corresponding weak points will also increase.

Example: Merging a fire-based and water-based monster produces a monster with both fire and water elemental-properties.

Advantage: Able to use both fire and water-based special attacks and spells.

Disadvantage: Becomes weaker against water and earth-based special attacks and spells.

Raising Monsters

Your monsters will grow as you play the game and rack up more and more combat victories. When your monster has enough experience points to gain a level, its ability values will increase. The monster's body will grow larger as well. Monster growth is divided into levels 1 to 5.

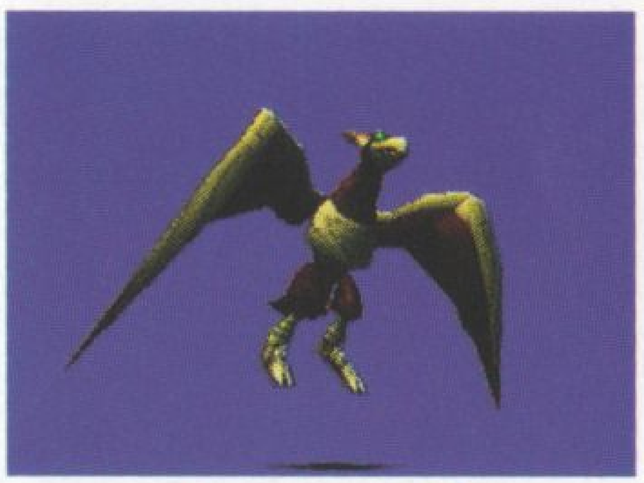
Monster growth from level 1 to 5

Level 1

Monster right after it is captured and being raised.

Level 3

Monster after it has been raised awhile. Notice how its body grows larger.



Level 5

Monster after it has completely grown up.

ARENA BATTLE STAGE

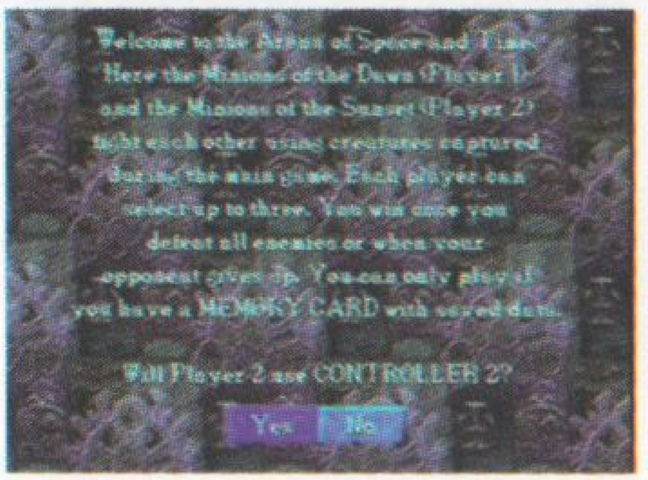
Player 1 vs. Player 2

You can fight the monsters you have collected and raised in the main game against other player's monsters. This section describes how to play this Player 1 vs. Player 2 game.

Rules

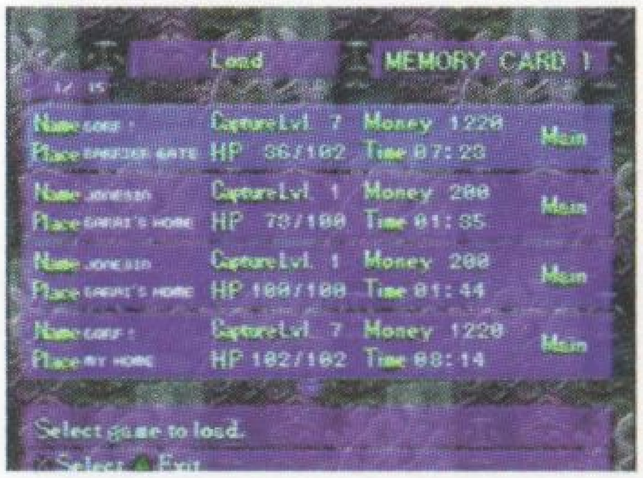
The Arena of Space and Time is the Arena Battle Stage. It is a mode in which you pit your monsters against those of another player. Player 1 is the Minions of the Dawn and Player 2 is the Minions of the Sunset. In this game, monsters battle it out without any intervention by Cocoon Masters.

Each player can choose between one to three monsters with which to fight. Both players do not have to choose the same number. A player wins by either defeating or causing the surrender of all his opponent's monsters.



1. Controller selection

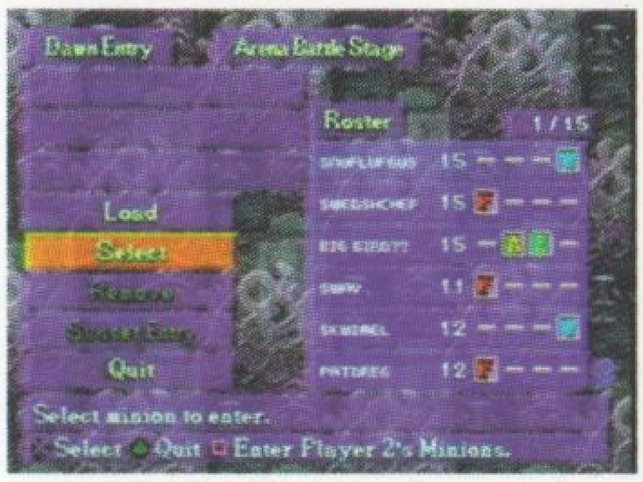
Select Yes in the screen to the right if you want Player 2 to use controller number 2. Selecting No allows both players to share controller number 1 when you do not have two controllers.



2. Loading from MEMORY CARDs

Insert the MEMORY CARDs containing monster data into MEMORY CARD slots 1 and 2, and then select Load.

3. Arena menu



Load

Loads data from MEMORY CARDS.

Enter

Enters the monsters you will use to fight.

Remove

Removes monsters you entered.

Player 2

Allows Player 2 to enter monsters. This menu item is only available after Player 1 enters at least one monster. It changes to Start after both players have entered their monsters. Pressing the <triangle> button during Player 2 monster entry returns to Player 1 monster entry.

Quit

Returns to the main menu.

4. Switch command and shuffling

Once both players have finished entering monsters, select whether to use the Switch command to allow players to switch between their monsters during a fight. Next, select whether to shuffle monster order. Selecting Yes shuffles their order.

5. Combat

Each player selects actions for their monster during their respective turns. Combat is the same as during the main game except the Retreat command is not available.

6. Pause menu during a fight

(selectable during action selection)

Continue

Resumes paused fight.

Forfeit

The surrendering player loses. Fight results will be displayed.

Exit Battle

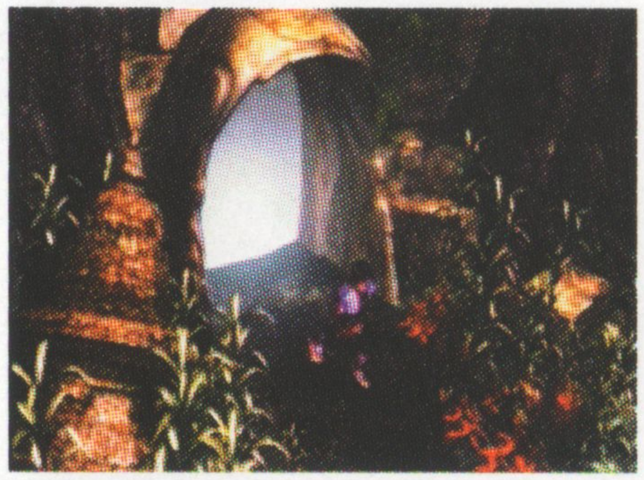
Returns to the title screen.

U.S. TEAM

THE ETERNAL CORRIDOR

This is a game mode playable only after you finish the main game.

The Eternal Corridor lets you concentrate on capturing Forest Minions and merging monsters.



The map generates automatically as you travel through the forest. You cannot exit the forest through the entrance. You can use the Earring of the Hunter to exit, but the map will be different the next time you enter. The game will count each time you leave through the forest's exit. In the forest's depths, you will find very powerful enemies near the exit.

In this mode, you will come across Minions and items that are not in the main game (for instance, a water-based patalchu). Each time you leave the forest through the exit and re-enter through the entrance, you will come across even more rare Minions and items. However, the data you save in the Eternal Corridor can only be used in this mode.

Eternal Corridor Game Play

In the title screen, select Continue. The Eternal Corridor mode will start when you select an open memory block.

Enter the forest where you capture Minions while seeking an exit.

Ra

Nagi maiden who will perform divine magic such as merging monsters for you.

Mu

Nagi maiden who buys and sells weapons, armor, and equipment.

Try again once you have escaped the forest. The map changes each time.

A powerful enemy awaits you at near the exit in the forest's depths. Only by playing will you find out what happens if you defeat it.

FOREST MINIONS

This section introduces the Forest Minions appearing in Jade Cocoon. Minions are broadly classified using two categories. The first is species, which classifies them by their appearance such as humanoid or snake-like, and the second is elemental property, which classifies them by their special attacks and spells using fire, wind, water, and earth. Each time you combine monsters, its species classification (appearance and shape) and elemental property classification (state, spells, and special attacks) will be altered.

Shabs

Snake-like Minions. Elemental properties vary by shab, although they are still of the same species. Their main attack is biting.

Mushab

Fire

Mukshab

Water

Rashab

Fire

Dregs

Wolf- or dog-like Minions. They attack with their sharp teeth and claws.

Marrdreg

Wind

Raddreg

Water

Patdreg

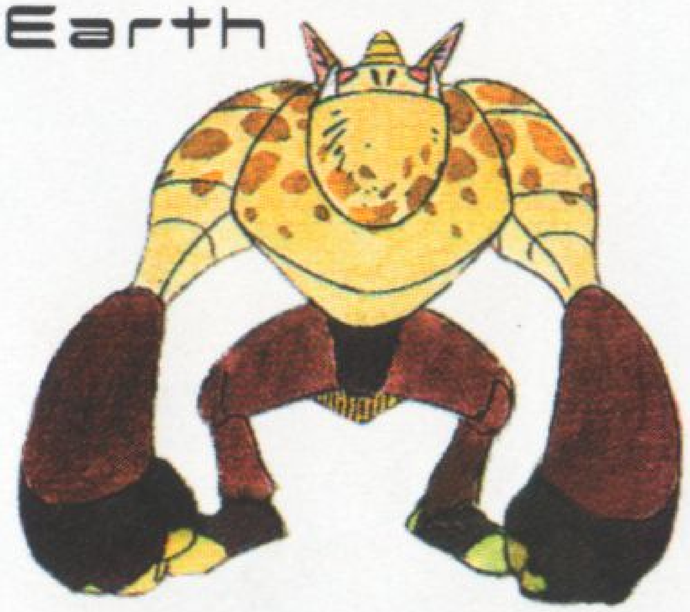
Fire

Chus

Ogre- or humanoid-like Minions. They are more intelligent than apes and have their own language.

Raddchu

Earth



Patachu

Fire

Dogchu

Water

Hambus

Strange-looking minions with bird-like feet, sharp claws, and spherical body. Hambus move by hopping.

Terhambu

Earth

Mukhambu

Water

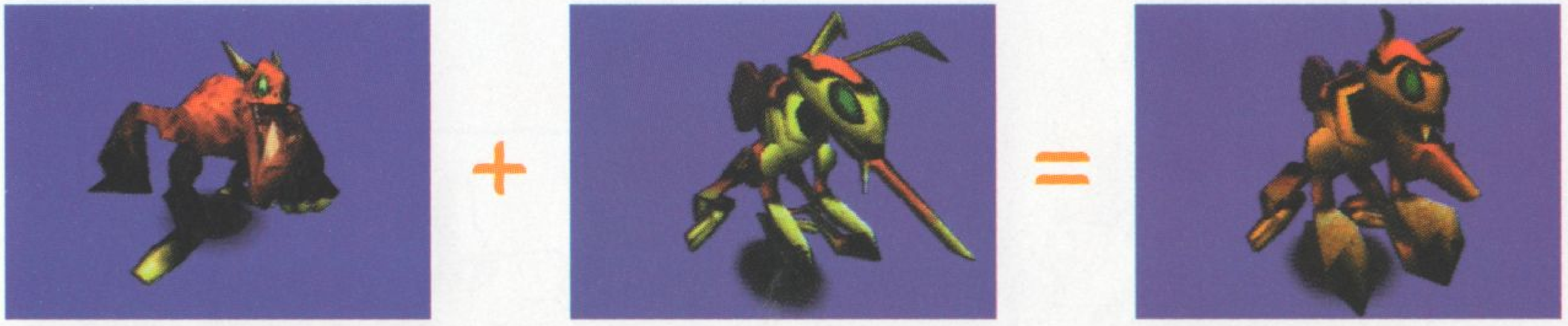
Doghambu

Wind

Examples of Monster Merging

Merging monsters changes their abilities and appearance. Their appearance reflects the type of elemental magic they use. You can enjoy merging and reemerging monsters as often as you like in order to create neat looking monsters or more powerful monsters.

Changing the merging order as in this example produces different results.

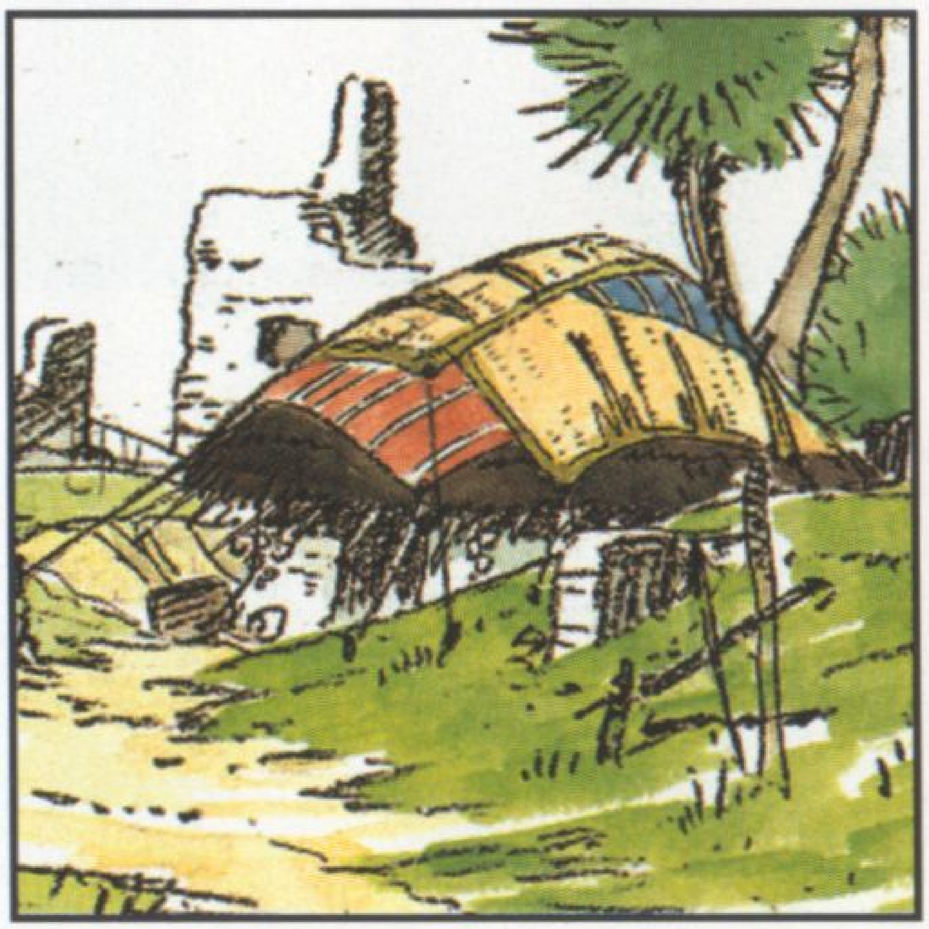


ILLUSTRATIONS

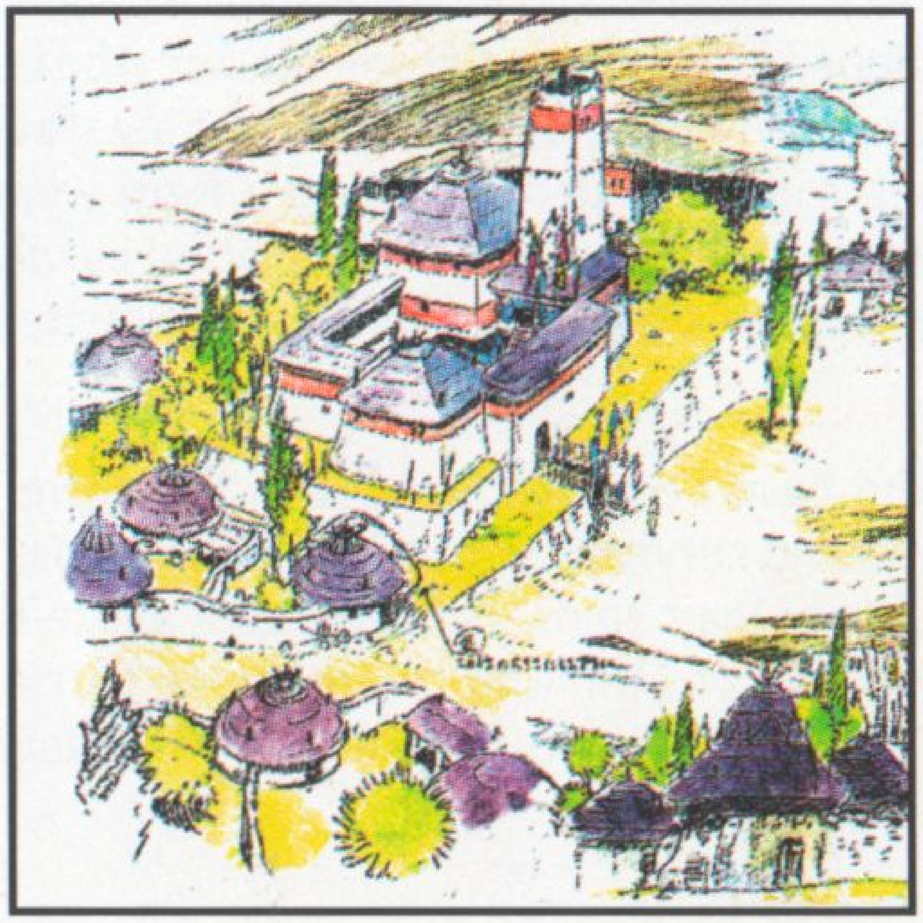
This section introduces some of Katsuya Kondo's illustrations.

Levant

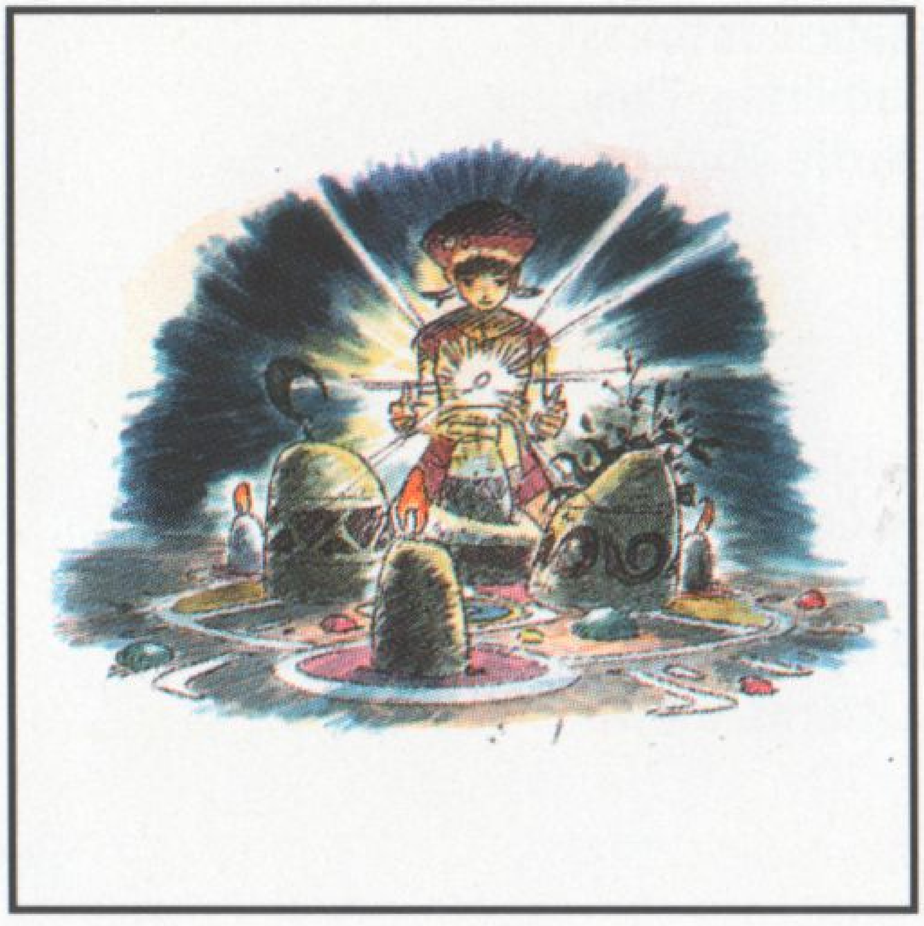
Garai's House



Silk Mill



Purification



GLOSSARY OF TERMS

The section defines the terms you will come across while playing Jade Cocoon.

Cocoon Master

Hunter who captures and summons Forest Minions by playing his flute. Each village in Parel has a Cocoon Master who is a descendant of a long line of Cocoon Master, before him. The Law states that Cocoon Masters who have come of age must marry a Nagi woman to carryout cocoon purification. They are feared and despised by villagers, probably due to their mysterious powers and frequent encounters with Forest Minions.

Nagi People

Tribe who have been bestowed with the power of Elrihm, God of the Forest. Having survived a history of persecution, their greatest desire is the freeing of their souls that is to occur at the Time of Gathering. They use the power of Elrihm to create divine barriers and purify Minions' souls. One Nagi woman is sent to each village to marry its Cocoon Master.

Divine Magic

Power of Elrihm possessed by the Nagi people. The Nagi wife of a Cocoon Master uses this power to purify and spin cocoons. Cocoons that have been purified become white cocoons that can be spun into valuable silk, but each time a Nagi woman spins one, she is inflicted by the misery of the beast within. This appears in the form of strange patterns known as cursed brandings that develop all over her body.

Forest Minions

These monsters were once normal animals. Cocoon Masters and the Nagi people call them Forest Minions because legend says that Elrihm transformed them into horrible beasts. Those that have been captured in a cocoon and purified by divine magic are specifically known as divine beasts.

Beasts of Knowledge

Refers to humankind. They are so named because the divine spirit Amos gave them their flesh and the divine spirit Mamon gave them their knowledge. Elrihm, the God of Creation and God of the Forest, entrusted these spirits with bringing life to the forest.

Village of Syrus

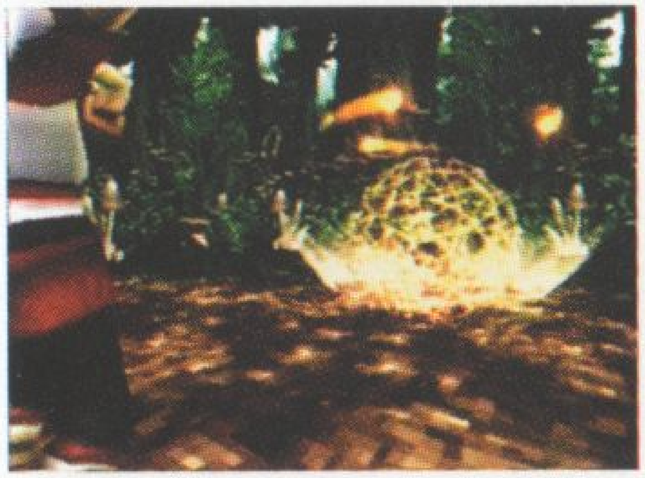
Village of the legendary Lion of Parel. It lies on the edge of Parel's immense forest. The village profits from its high-quality silk thread, particularly that from white cocoons. It has repulsed attacks from the forest countless times, but ultimately it is attacked by Onibubu, the Locusts of the Apocalypse.

GAME HINTS

Here are some hints to help you get through the game.

Capture Minions To Gain Levels

You can gain experience points by capturing Forest Minions. You will not be able to capture stronger monsters while your level is low. You should try to capture monsters whenever possible because you will not get any experience points if you kill them. Try to make your character's and monsters' levels increase at roughly the same rate.

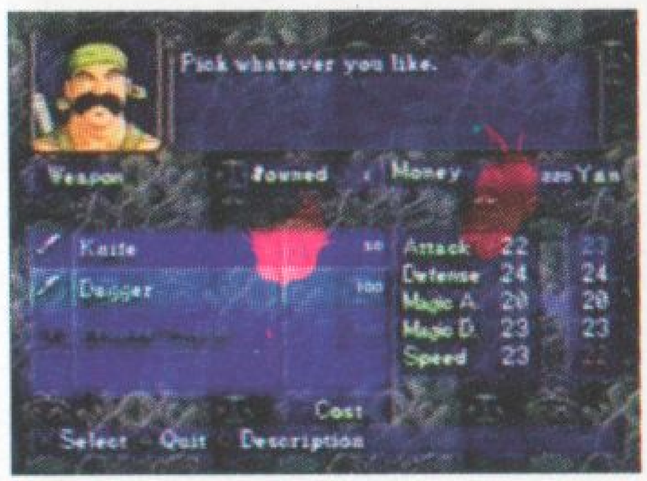


Work Hard At Raising Your Monsters

You will not be strong enough to defeat the more powerful Minions you will encounter during the course of the game. You must employ the monsters you have raised through fighting. Use your monsters to fight whenever possible so that they can gain levels.

Increase Your Abilities By Equipping Items

Your capture ability will increase as you gain levels, but your hit points (HP) and abilities will not. Abilities will only increase by equipping yourself with items such as weapons and armor. As the game progresses, you can purchase ever more powerful weapons and armor from the Blacksmith.



Heal Whenever Possible

The only way to heal yourself while in the forest is to use medicinal herbs. You can buy them at the Village Shop or find them in the forest. You should carry with you as much as possible. When you are really tired and running low on medicinal herbs, return to Mahbu for healing.

Spin Cocoons For Money

You can get money by selling the silk spun from cocoons in which you captured Minions. You must keep spinning cocoons and selling their silk in order to buy stronger weapons and armor. The higher the monster's level, the more valuable the cocoon is. You can get much more money by selling such valuable cocoons.

Listen To What The Villagers Have To Say

The villagers who you meet will tell you stories and legends about the land of Parel as well as give you information about their own background. Listen to what they have to say so that you will gain a deeper understanding of the history of Parel.

Seek The Secret Minion

The following folklore about Minions is told through the land of Parel.

Its power so great as not to fear even God
Separated into light and darkness and imprisoned by Elrihm
When the separated powers meet again
The Minion shall be resurrected

It is up to you to find out what will happen when the two powers are once again united.

EARLY STAGES OF THE GAME

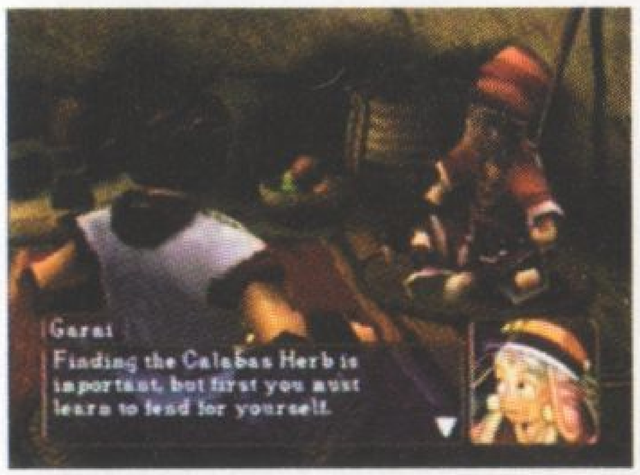
You talk to Mahbu at the Watchtower on the eve of the Festival. Lui barges in while you talk.

You have a dream. Mahbu and Lui speak to you, and then you battle with the Dream Man.

The Divine Barrier breaks, and the Onibubu, the Locusts of the Apocalypse, attack the village.

The Village Chief, Jibara, and Garai hold a meeting. They decide that they must send you into the forest to find the Calabas herb that will cure the villagers' illness.

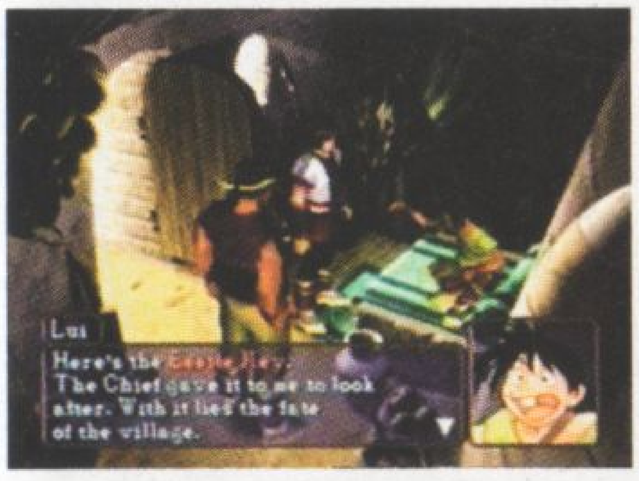
Garai teaches you about being a Cocoon Master. She gives you the flute that proves you are Cocoon Master.

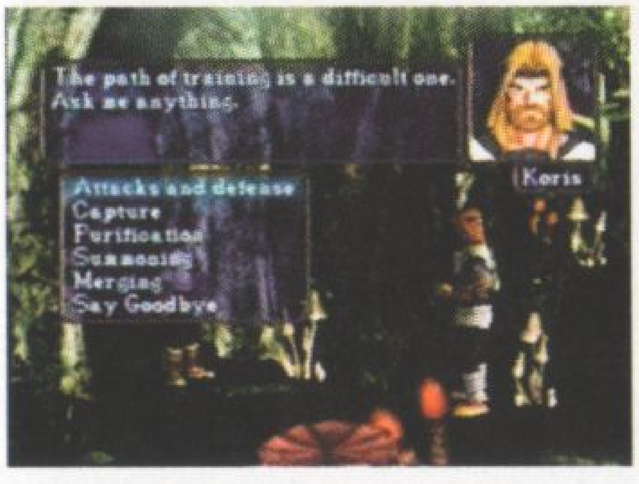


You receive the key to the Beetle Gate from Lui at the Watchtower Hut just as Garai advised.

You meet Koris, the Blue Cocoon Master, right after entering the Beetle Forest. He trains you in the art of fighting the Forest Minions.

After searching through the Beetle Forest, you finally meet Koris at his cottage deep in the woods. He tells you about the Calabas herb and gives you the key to the Dragonfly Forest.





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